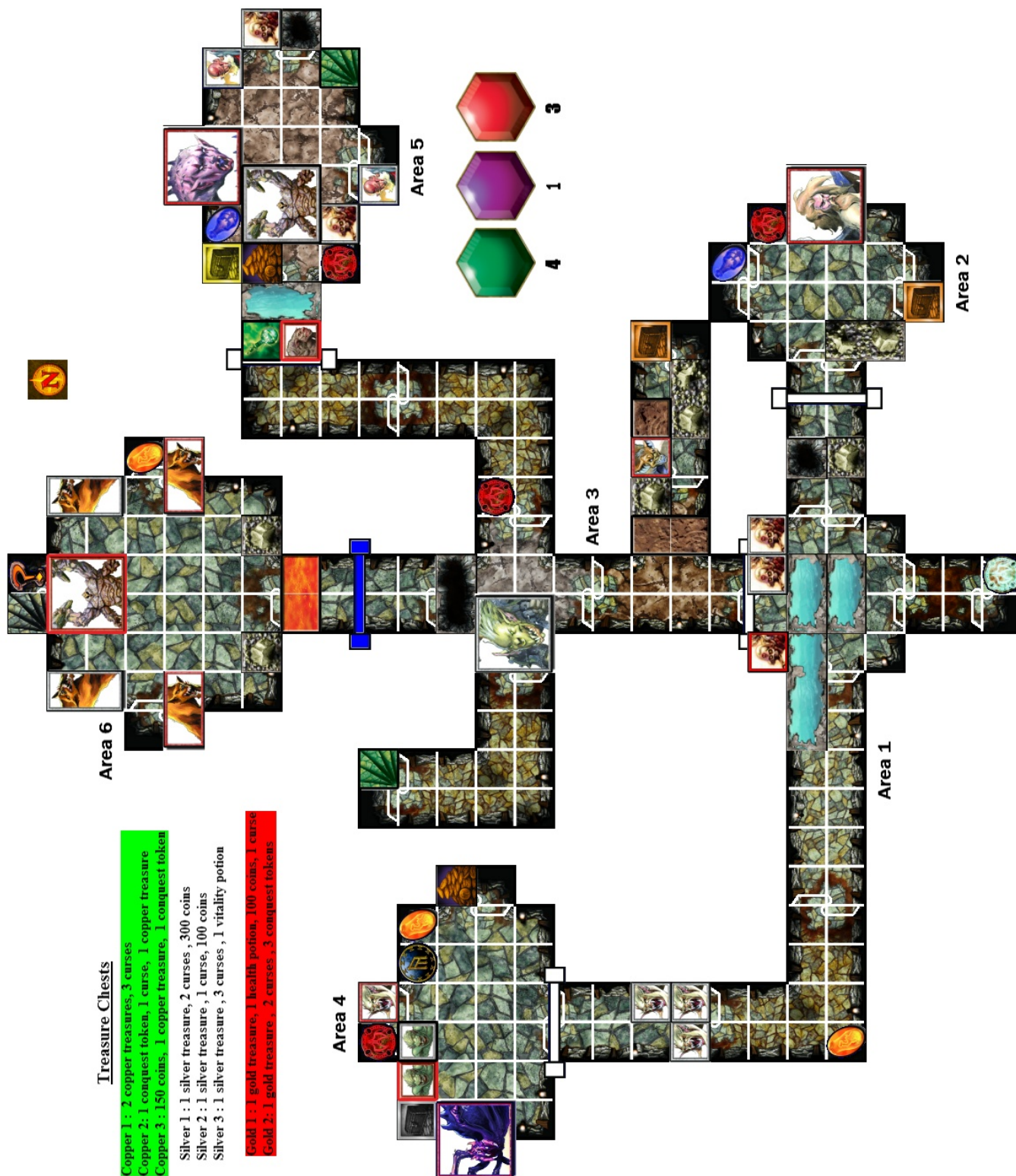




Vergas' Quest- pt. 1

By Warren M.

Scenario Background

It is a clear moon-lit night in the rolling hills of Abalonia. As your party enjoys a freshly roasted duck by your roadside campfire, you are interrupted by a strange whooshing noise that sounds very close to the camp. Instantly your group has their weapons drawn and is looking around into the darkness. At the edge of camp a glowing white portal appears and out of it steps a frail looking wizard dressed in a flowing, purple gown. He leans on an ornate ivory staff and waves a hand to greet your party as he smiles. "I come as a friend," he announces as he scratches his bald, wrinkled head. Your group relaxes only slightly and allows the old man to continue. "I apologize for the rude interruption but it's just so much more fun showing up like that!" the man giggles to himself. "My name is Verga and I have need of your services adventurers, so please bear with me," he says, "May I join you?" With hands still grasping weapons, your group concedes and allows Verga to take a seat and tell his tale. He explains that he has recently had three valuable rubies stolen from him by a rival wizard by the name of Haraxxus. "The bastard sent a demon to invade my refuge by means of a portal similar to the one I used," Vergas explains as he pulls a pipe from his robe and packs a bowl full of some green herb. He lights the bowl with flame from his fingertip and continues, "At the time my defences were down and the demon made away with my prized jewels." The pungent aroma from Vergas' smoking weed smells slightly sweet and it relaxes your crew. "The fiend Haraxxus has his lair in a tower past the eastern Darkwood Forest. If you can retrieve the rubies it would mean a lot to me," says Vergas with a gleam in his eye and thick smoke billowing around his head. "I am certain that he has enough treasure to reward you heroes, I just want my rubies back." Your group decides to take it on and before you depart, Vergas gives each of you a vitality potion and a health potion to aid you.

Mission Goals

Your goal is clear - retrieve three fist-sized rubies from the tower of the sorcerer Horraxus.
You start this quest with 8 conquest tokens.

Area 1

Once inside the tower you see a room ahead with a large pool of water in the middle and two doors in the north and east walls. Undead guardians block the way straight ahead and on the west side a large passageway branches off from the room. In the distance you hear boisterous laughter coming from that passage.

Area 2

You open this door to find a that a small portion of the

ceiling has collapsed partially blocking your view. An evil looking manticore lurks here back in the shadows.

Area 3

A long corridor stretches out ahead of you here lit by kerosene lamps. There are two passages on the right and one on the left. An ogre peeks around the corner straight ahead of you and grunts preparing to attack your party.

Area 4

Upon opening this door you are hit with a horrible stench and you see that the walls are stained with blood. Bones and filth litter the floor. It seems that other unfortunate souls have met their end here. An odd assortment of creatures moves to attack you.

Area 5

-If the heroes enter by the stairs- You come up the stairs and find yourself in some sort of laboratory. Vials and beakers and strange tubed glass apparatus line the walls. Two sorcerers immediately begin gesturing to cast spells while a naga bellows at a stone golem to attack.

-If the heroes enter by the door - You are greeted by a dirty little kobold who appears to have just peed himself. A pool of water blocks your way into a laboratory filled with evil.

Area 6

Inside this large bare room a pack of hellish hounds stand waiting for you on the other side of a small channel of lava. A massive golem blocks a set of stairs that must lead higher into the tower of Horraxus. The beasts growl menacingly and the golem flexes its massive stony arms.

The Guardian of the Gem here has the same stats as a master golem except he has 8 extra wounds.

***If the heroes step on the encounter marker they have found a massive ruby inside a small treasure box. The staircase here leads to the next level of the tower....**

Important: Players may keep any skills they have bought on this quest for the next two stages of this quest as well as gold, curse tokens, and training tokens.

Important: OVERLORD DRAWS 1 CARD PER TURN WHEN PLAYING WITH TREACHERY AND HEROES LOSE 5 CONQUEST TOKENS IF THE DECK RUNS OUT.